

# Paul Bichler

🇱🇺 Luxembourgish ✉ contact@paulbichler.lu 📁 Portfolio: paulbichler.lu

## PROFILE

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Dynamic and versatile software engineer with a background in game programming and knowledge in C#, C++ and JavaScript. I have hands-on experience as a programmer in the games industry and have helped porting video games to multiple platforms. I am used to working in an agile environment and am proficient in using agile project management tools and Git source control systems.

## SKILLS

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### Team Collaboration

- Committed team-worker. Accustomed to working in teams both during academic and professional projects.
- Worked effectively as a Game programmer in a small and agile development team at Red Art Games, where I helped porting projects to various high and low-end platforms and consoles.
- Applied Scrum Agile Methodology in academic projects and during my work at Red Art Games.

### Design and Communication Skills

- Experienced in writing technical and design documentation, acquired during academic and professional projects.
- Able to communicate effectively both orally and in writing in multiple languages, including English (C1), German (C2), French (B2) and Luxembourgish (Native).
- Avid brainstormer, able to generate and communicate ideas effectively, developed during internships, academic and professional projects and regular participations in Game Jams and Hackathons.

### Technical Skills

- Proficient in object-oriented programming using C# and C++.
- Successfully realized projects using various Game Engines (Unity, Unreal Engine, Cocos Creator), including game frameworks like MonoGame/XNA and SFML.
- Good knowledge of using HTML/CSS, JavaScript, NodeJS and SQL in front- and back-end development.
- Good knowledge of the implementation of Design Patterns, Algorithms and Data structures, gained during my academic courses and projects.
- Strong foundation in Games Physics and 3D Math, obtained through academic courses and application in various projects.
- Proficient in using various agile project management tools (GitHub, Jira, Trello, Confluence and Scrumwise), as well as Git source control systems.

## PROFESSIONAL EXPERIENCE

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### Computer Science Teacher

09/2023 – present | Dommeldange, LU

Lycée Privé Emile Metz [📍](#)

At Lycée Privé Emile Metz, I am working as a Computer Science Teacher for international classes. My main responsibilities are:

- Teaching Client-Side Web-Development using HTML, CSS and JavaScript.
- Teaching basic server automation using Bash and PowerShell.
- Teaching agile project-management principles.

### Game Programmer (C#)

11/2022 – 08/2023 | Metz, FR

Red Art Games [📍](#)

- Worked in a small team using agile project management tools and methodologies.
- Ported projects from PC to various platforms and consoles like the Nintendo Switch, PlayStation and Xbox.

- Optimized projects to run smoothly on various high-end and low-end platforms and consoles using profiler tools to identify performance issues.
- Added gamepad support to mouse and keyboard-only games
- Redesigned and implemented the UI of projects to fit multiple screen sizes.
- Brainstormed, documented, and presented design ideas to supervisors.

## Game Programmer

01/2021 – 01/2022 | LU

*Carbon Fire Studio* [↗](#)

At Carbon Fire Studio, I was working as a game programmer on the following tasks:

- Adding gamepad support to a Point and Click game, so that it can be ported to the Nintendo Switch, PlayStation and Xbox consoles.
- Developed a Gamepad Selection system for a Point and Click game, that allows the selection and interaction with game elements without simulating a mouse cursor.
- Developed a Button Prompt system that used the existing localization system and allowed my colleagues to easily display button prompts in the game.

## EDUCATION

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### Hons. Bsc. Computing in Games Development (1st)

2020 – 2022 | Dundalk, IE

*Dundalk Institute of Technology* [↗](#)

#### Key-Coursework:

3D Games Engine Development (Unity, SFML, MonoGame/XNA), Algorithms and Data Structures (C++), Games Physics, AI & ML, Universal Design Principles, Agile Development, Group Projects

### BTS - Game Programming and Game Design (Bac +2)

2018 – 2020 | Luxembourg, LU

*Lycée des Arts et Métiers*

#### Key-Coursework:

Game Engines (Unity and Unreal Engine), Object-Oriented Programming (C++ and C#), Web and Mobile Development (Javascript, NodeJS), Games Physics, User Interface and User Experience, Game and Level Design, Group and Individual Projects

### Professional Training in Computer Science

2014 – 2018 | Wiltz, LU

*Lycée du Nord Wiltz*

#### Key-Coursework:

Client/Server-Side Scripting (JS and PHP), Database Fundamentals, Network Maintenance

## LANGUAGES

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### English

C1

### German

C2

### French

B2

### Luxembourgish

Native

## REFERENCES

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Available on request.